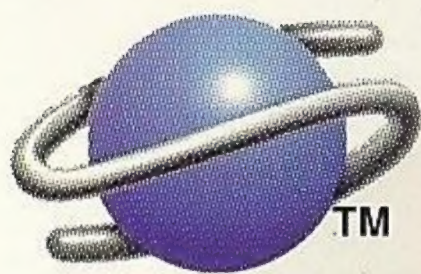


SEGA™

AKkaim®
entertainment, inc.



TM
SEGA SATURN

MARVEL
COMICS

VALIANT™

IRON MAN™ X-O MANOWAR™ IN HEAVY METAL



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-8119H



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn™ Disc is intended for use exclusively with the Sega Saturn™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.
- Keep your Sega Saturn™ compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint – free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENTS

Comic Prelude	2-11
Starting Up	12-13
Options	14-16
Game Features	17-25
Screen/Meters	17
Saving Games	18-19
Weapons	18-21
Power-Ups	22-24
Default Controls	25-27
Basic	25
Fighting	26-27



CALTECH HIGH ENERGY
RESEARCH FACILITY,
PASADENA, CA.

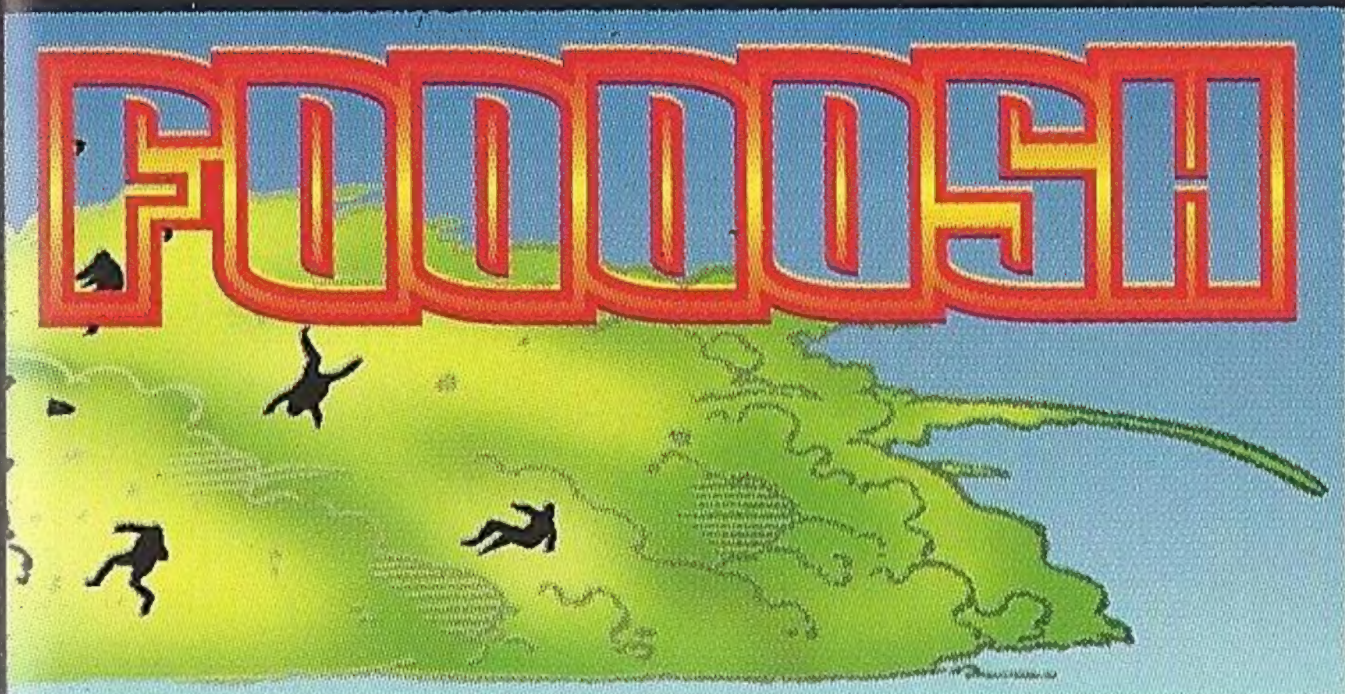
CURS!
YOU DO WELL
AT ASSAULTING
INNOCENTS--

--NOW TASTE
THE FURY OF A
TRUE WARRIOR!

**X-O
MANOWAR!**

GAACK=

HURRY! MISTRESS CRESCENDO
WILL HAVE HER PRIZE! THE
BARBARIAN MUST NOT
INTERFERE!



I DON'T
KNOW WHAT
YOU'RE UP TO,
CRESCENDO--



--BUT YOU
WILL PAY FOR
THIS CRIME!

CRESCENDO'S
LAIR HOURS
LATER.

MISTRESS...
WE HAVE THE
FRAGMENT!

X-O TRIED
TO INTERCEDE... HE
CUT DOWN TWENTY
OF OUR MEN.

EXCELLENT,
AUGUR.

TWENTY,
TWENTY THOUSAND,
TWENTY MILLION--

A SMALL
PRICE TO RULE
A UNIVERSE.

IF OUR
ALLIES ON THE
"OTHER SIDE" HAVE
DONE THEIR JOBS,
THEN NOTHING--

--NOT EVEN
X-O MANOWAR--
CAN STOP US!

NOW SHOW
ME THIS "ROCK
OF REALITY,"
AUGUR.

AT ONCE,
MY LADY.



ANOTHER TIME.
ANOTHER REALITY.

NICE THROW,
TITANIA!

I'M
SURE THE
PRISON SOFTBALL
TEAM COULD USE
YOU BACK!

STAY
STILL YOU
ARMOR-PLATED
IDIOT!

THAT'S
IT KEEP HIM
BUSY--

OOOFFFFFFFFF



--WHILE I
GET THE NEXT
FRAGMENT.



TITANIA,
GOLIATH. I
GOT IT!

NOW
STOP PLAYING
AROUND AND
LET'S SPLIT!

YOU'RE
NOT GOING
ANYWH-

WE'LL
PICK THIS UP
LATER, CHROME
DOME--

--IF
YOU STILL
EXIST!



THEY
TELEPORTED
AWAY!

WHAT DID
SHE MEAN
"IF I STILL
EXIST" ?

THE ISLE
OF EXILES.



WE GOT THE
CUBE FRAGMENT,
BARON, BUT--

--IRON MAN
STUCK IN HIS
NICKEL-PLATED
NOSE AND ALMOST
STOPPED US!

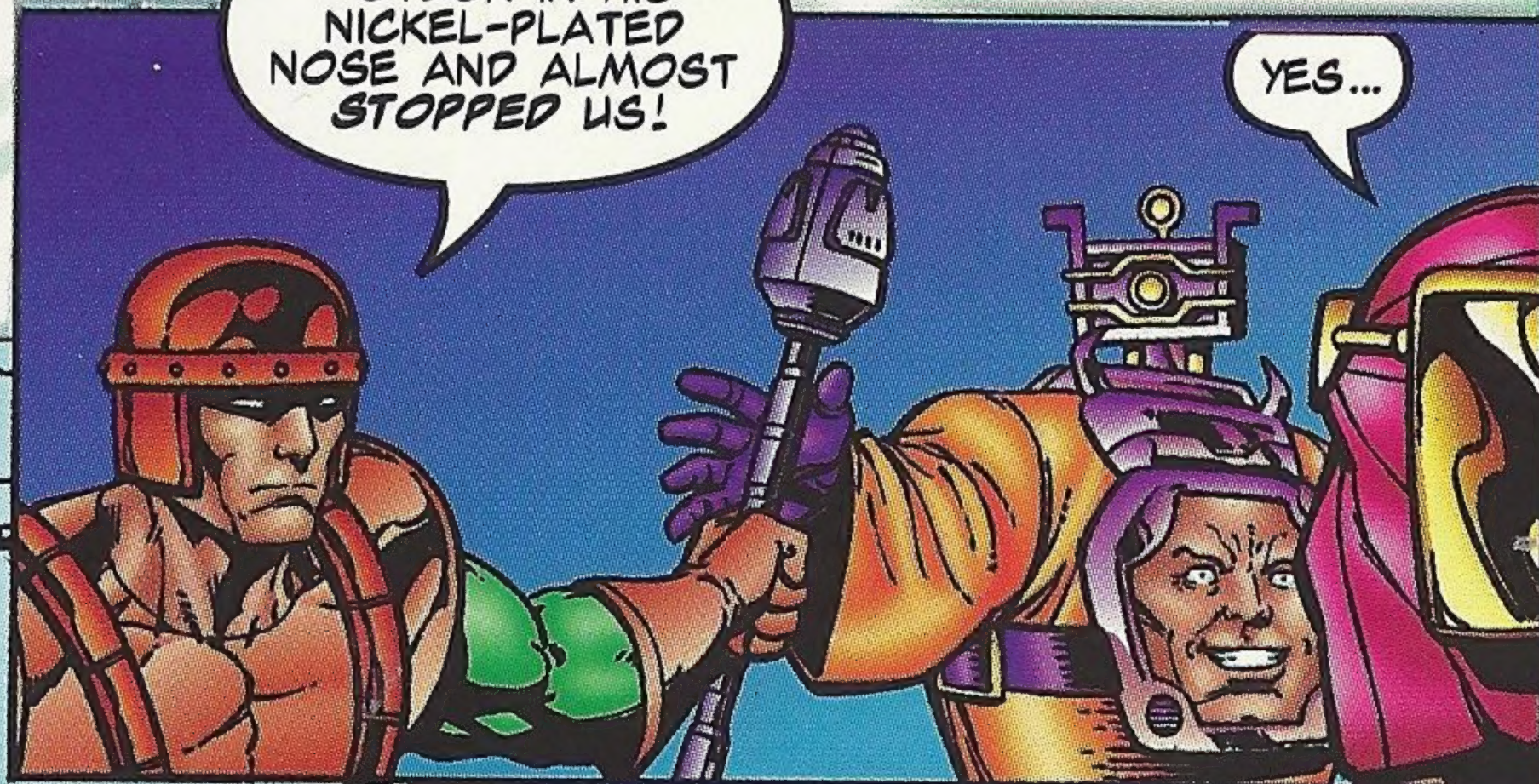
A FEW
MORE PIECES
AND THE PUZZLE
WILL BE COM-
plete, ZOLA.

THEN THE
SECRETS WILL
BE REVEALED
TO US!

MELTER,
REPORT.



HIS INTERFERENCE
WAS NOT UNEXPECTED,
BUT IRON MAN'S FOR-
MIDABLE OPPOSITION
IS TOO LITTLE,
TOO LATE.



YES...



WE NOW HAVE
ENOUGH SHARDS OF
THE COSMIC CUBE TO
OPEN A RIFT BETWEEN
THE DIMENSIONS.

WHEN COMBINED WITH
THOSE PIECES COLLECTED
BY OUR ALLIES FROM
THE "OTHER SIDE" --

--THE POWER TO
RESHAPE REALITY
WILL BE MINE!

I WILL
BE A

GOD!

IS ALL IN
READINESS FOR
THE ARRIVAL OF
OUR GUEST?

YES,
BARON.

GOOD
LET US
BEGIN!

HOURS
LATER.

MORE
POWER,
ZOLA--

--THE DIMENSIONAL
GATE HAS ALMOST
STABILIZED!

AS YOU
COMMAND,
BARON.



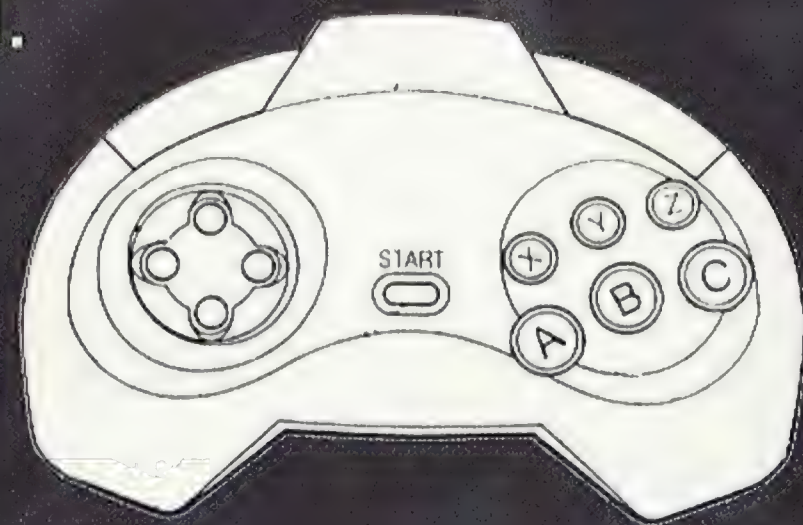
STARTING UP

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in one or two Saturn Controllers (or Mission Sticks).



Note: Iron Man/X-0 Manowar in Heavy Metal is for two players.

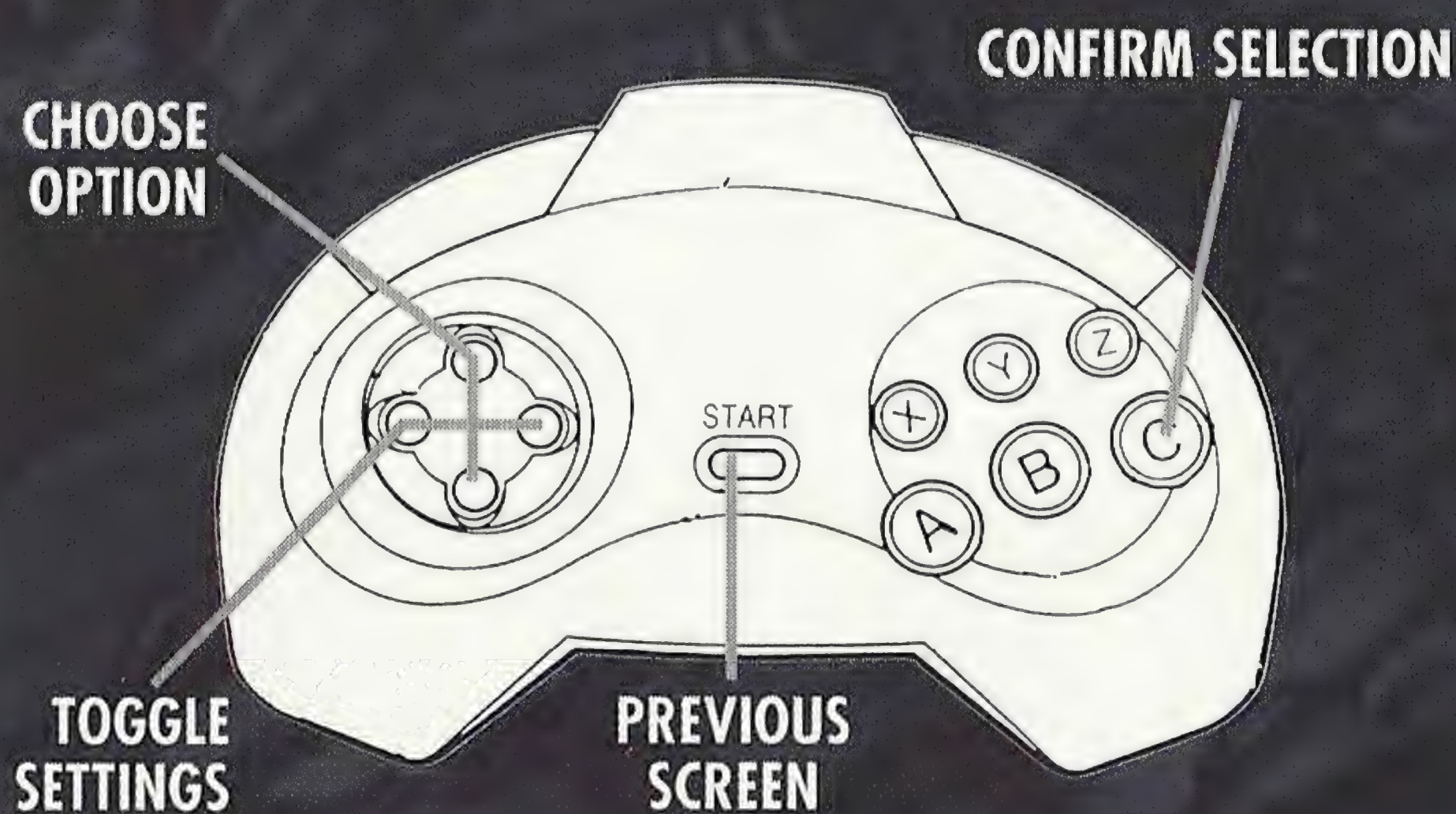
2. Place the Iron Man/X-0 Manowar in Heavy Metal disc, label side up, in the well of the CD tray and close the lid.



3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on-screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)



Important: Your Sega Saturn™ CD system contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



STARTING UP

When the title screen appears, press the START BUTTON to get to the Main Menu, where you may select one of these options by highlighting and pressing the START BUTTON: ONE PLAYER START, TWO PLAYER START, PASSWORD or GAME OPTIONS.

START Brings you to the Hero Select screen, where you can choose to play as Iron Man or X-O Manowar.



PASSWORD

After successfully completing certain areas, you will receive a password. Enter a password to resume gameplay at the level associated with your password. To enter a password, use the D-PAD to highlight and change characters, then press the C BUTTON to confirm your password and begin gameplay.

OPTIONS



MUSIC

Choose to play with music On or Off.

MUSIC TEST

Hear samples of the in game music.

MUSIC LEVEL

Set the music volume.

SOUND EFFECTS

Choose to play with sound effects On or Off.

SOUND EFFECTS TEST

Hear samples of the sound effects used in the game.

SOUND EFFECTS LEVEL

Set the sound effects volume.

STEREO

Choose between stereo and monaural sound.

CONTROL CONFIGURATION

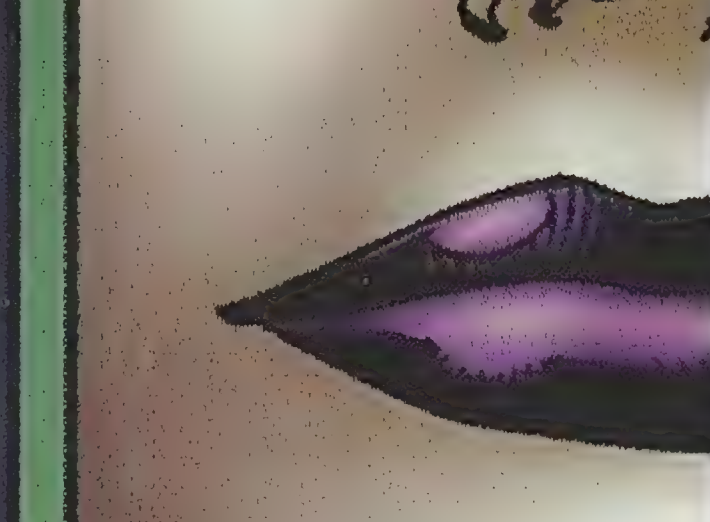
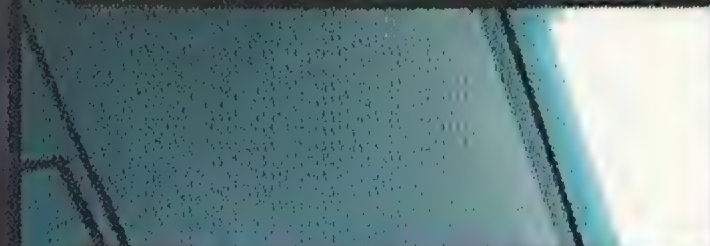
Set your controller buttons to suit your play style. To do so, highlight this option and press the C BUTTON. At the Configuration Screen, press LEFT or RIGHT on the D-PAD to toggle to the desired setting, then press the START BUTTON to confirm your choice and return to the options screen.

DIFFICULTY

Choose from Wimpy, Tough Guy and Super Hero skill levels.

EXIT

Press the START BUTTON to return to the Game Select screen to begin game play.



HERO SELECT SCREEN



After choosing a Game Mode, you will see the Hero Select screen, where you choose which hero you will play as. When your hero selection is

locked in (using the START BUTTON), the hero will stop rotating. In any two player game, both players can choose the same hero. Follow on-screen prompts to make selections.

MISSION BRIEFINGS

Once a hero has been selected, you will see a screen detailing what the mission objectives are, known enemies you may encounter, and other important tactical information. The mission briefing has 3 main files: Mission Briefing, Objectives and Threat Assessment. Move the D-PAD LEFT or RIGHT to toggle through the files. Press the START BUTTON to skip the briefing screens.



GAME FEATURES

GAME SCREEN

ARMOR &
BOOST
METERS

WEAPONS
METER



Energy Meters:

Armor and Boost Meters

At the top of the screen are two horizontal meters. The top meter measures your current Armor (health) level. The lower meter measures your Flight Boost power. This level is replenished automatically when your character is not using boost. Certain actions like flying use up a lot of energy, and should be done or used sparingly.

Weapons Meter

On the lower portion of the screen there are weapons meters, of up to 4 segments each, one meter for each player. Power-ups will add segments of weapons capacity to the meter to give the player more weapons power. With increasing power, the repulsors and chest beam become more powerful. Chest-based weapons such as the directional Uni-beam, and the E.M.P. super-blast deplete weapons power. A segment of weapons capacity is lost each time the player loses a life!



CONTINUING

If you lose all your lives, you may use a continue (if you have any left) to resume gameplay. To do so, press the START BUTTON before the timer reaches 0.

ABOUT YOUR WEAPONS

IRON MAN

In addition to his powerful hand-to-hand combat abilities, Iron Man uses both a Repulsor Ray and a Uni-beam. The Repulsor fires single rays as a default, and can be upgraded via power-ups to fire double-spread,

triple-spread and homing shots. The Uni-beam is a powerful chest weapon at the default power degree, and can

also be upgraded to fire Electromagnetic Pulse (E.M.P.) blasts that are devastating to enemies. Be Warned: using special weapons drains energy!



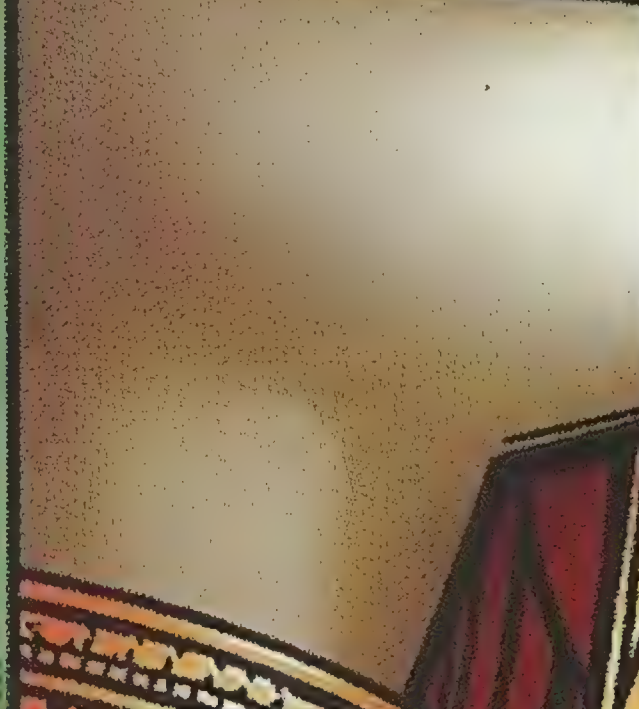
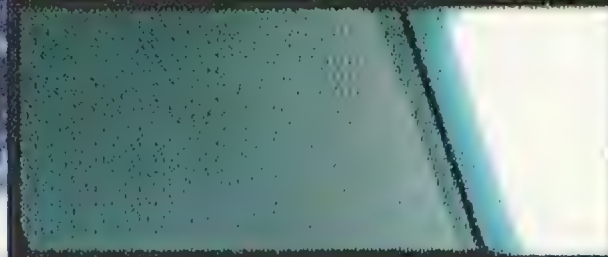
X-0 Manowar

A fearsome warrior skilled in close contact fighting, X-0 Manowar also has dual pulsed Ion Cannons on his wrists. His Ion Cannons work like Iron Man's Repulsor Rays. X-0's Omni Beam is his chest weapon, and can be upgraded to E. M. P. fire, and to different dispersions.



WEAPONS POWER-UPS

Iron Man and X-0 Manowar have different powers and abilities but their powers are all derived from the amount of energy they have in their armor. Collect power-ups by walking over them. Armor power-ups help replenish the heroes' defensive power as they take hits. Boost power-ups replenish the heroes' flight power, and Weapons power-ups replenish their weapons systems power. Increased energy in a weapons system makes additional offensive attacks available.



IRON MAN ARMOR CAPABILITIES

Repulsor Rays

Upgrade the weapon to dual shot, triple shot or a seeker version.

Uni-Beam

A massive chest beam that will cause some real damage!

E.M.P. Device

This super weapon emanates from the Uni-beam device in Iron Man's chest plate, and works only when the weapons energy has 4 full segments.



X-O MANOWAR ARMOR CAPABILITIES

Ion Cannon

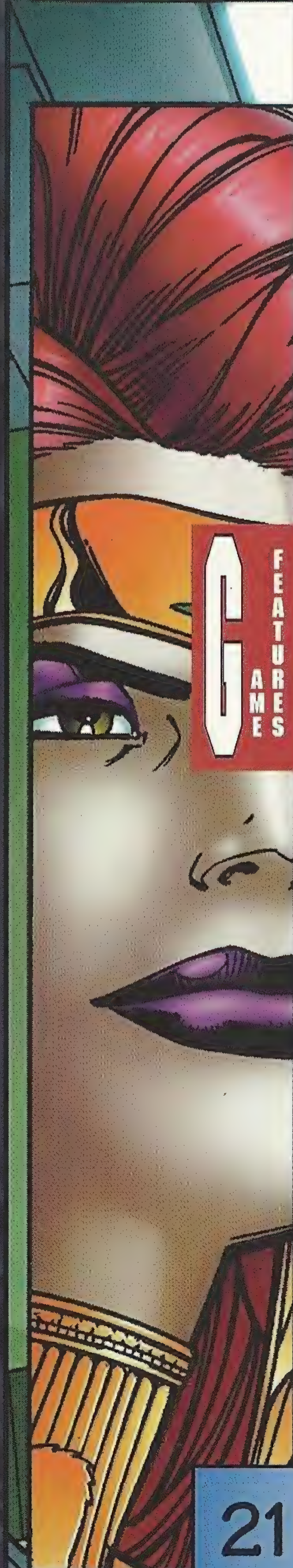
You begin the game with this wrist-mounted weapon, which can be upgraded to split shots and a seeker version.

Omni-Beam

A chest beam weapon that provides plenty of punishment."

E.M.P. Device

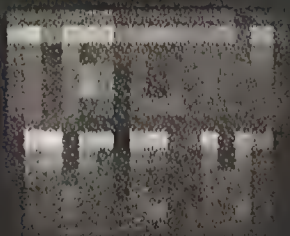
This super weapon emanates from the Uni-beam device in Iron Man's chest plate, and works only when the weapons energy has 4 full segments.



FEATURES

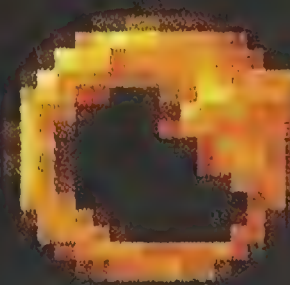
POWER-UPS

These are used by the player who picks them up first.



1-Up

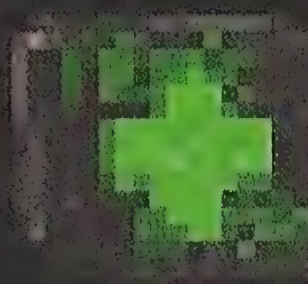
Collect this to get an extra life.



Continue

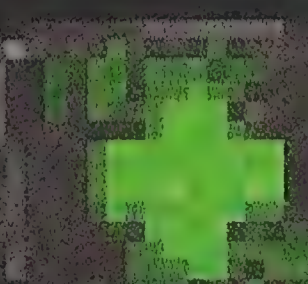
This gives the player an extra continue once all lives are gone.

ARMOR (Health) POWER-UPS



Armor Up

Increases armor (health) by a small amount.



Armor Max

Increases armor (health) meter up to current capacity.



Armor Expand

Increases armor capacity (ability to absorb hits).



WEAPONS ENERGY POWER-UPS



Weapon Up

Adds a small amount of weapons energy.



Weapon Max

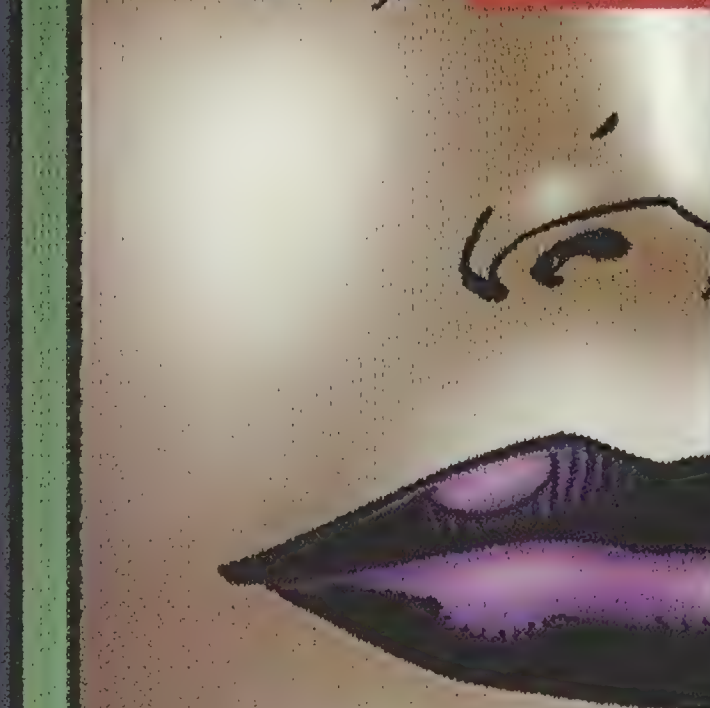
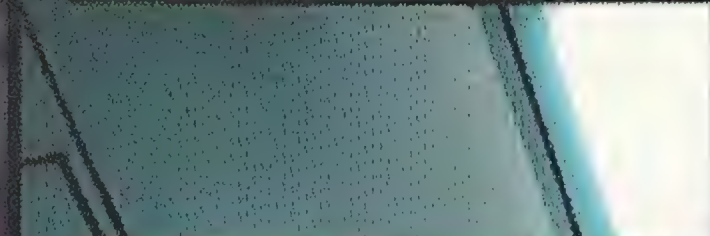
Fills weapons energy to current capacity.



Weapon Expand

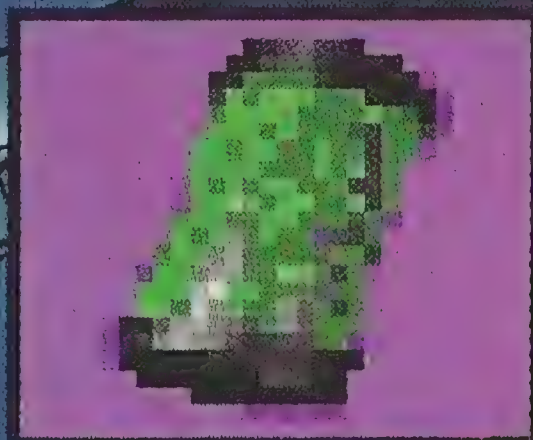
Adds another segment to the capacity of your weapons system, bringing more and

better weapons on-line as energy increases. Having energy in the first segment gives you a normal single-shot repulsor, the second gives you a double-split repulsor shot, the third a triple split, and the fourth adds a seeker to the double-split!



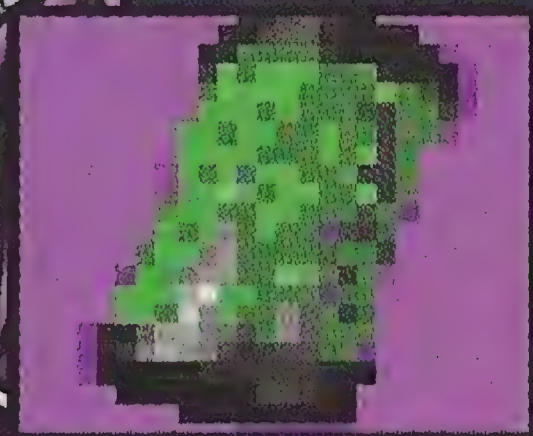
FEATURES
GAMES

BOOST FLIGHT POWER-UPS



Boost Up

Collect this to pump up boost power by a small amount.



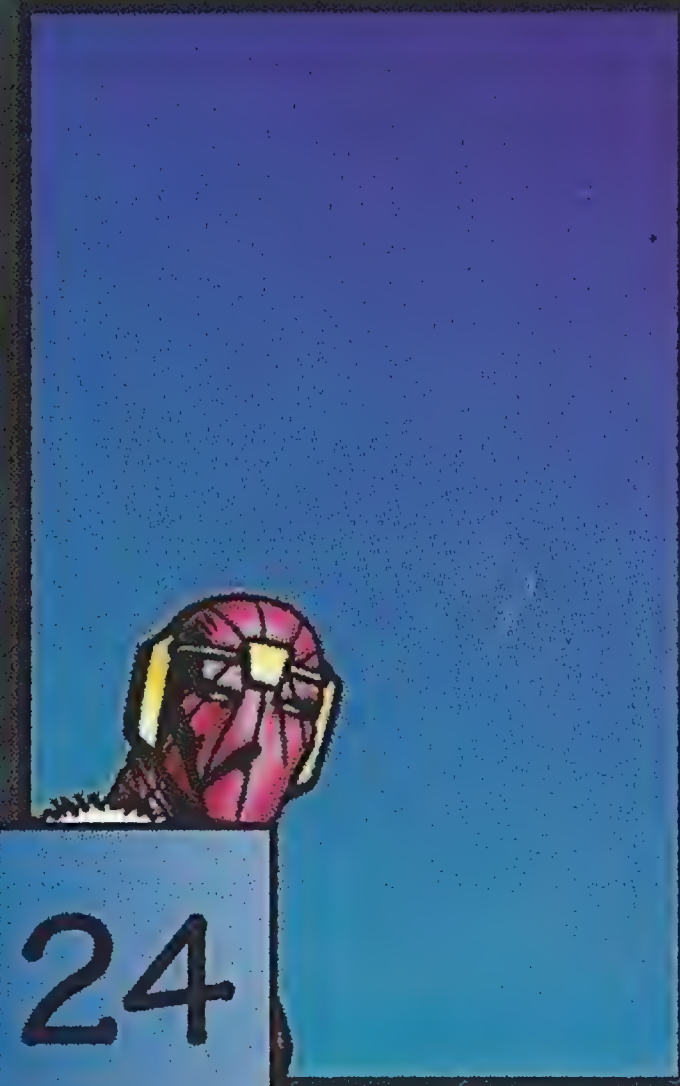
Boost Max

Collect this to fill boost power to capacity!



Boost Expand

Collect this to add to the amount of boost power your meter holds, increasing available flight time.



DEFAULT CONTROLS

Basic controls

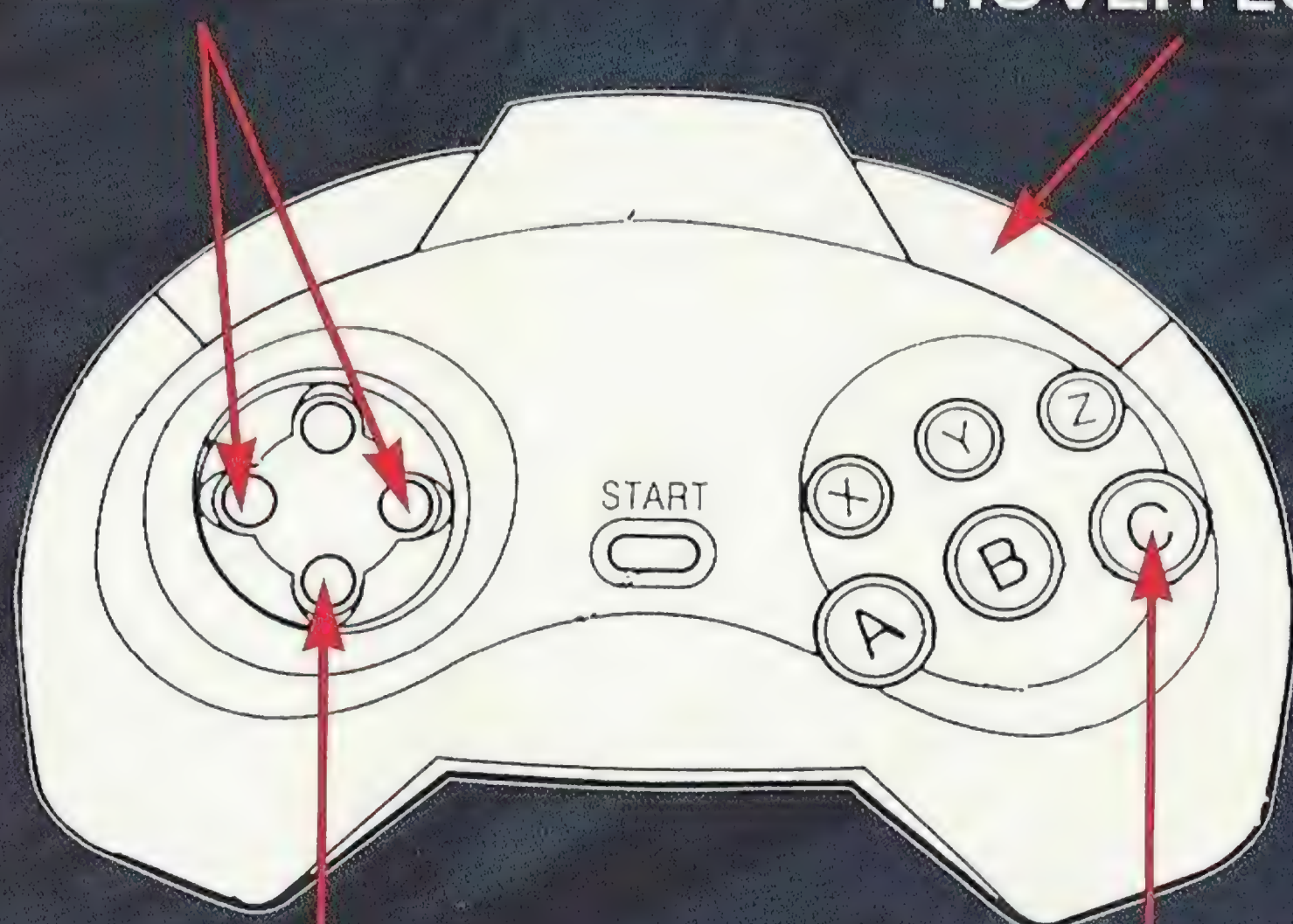
Some actions can only be performed by one of the heroes. A * indicates an action/control that is only for Iron Man. A † indicates an action/control that is only for X-O Manowar.

Control directions: ← = Back → = Forward

WALK = LEFT/ RIGHT

**RUN = DOUBLE
TAP LEFT/RIGHT**

HOVER LOCK



CROUCH

JUMP

Pick Up Object ↓ + A

Throw Object ← or → + A

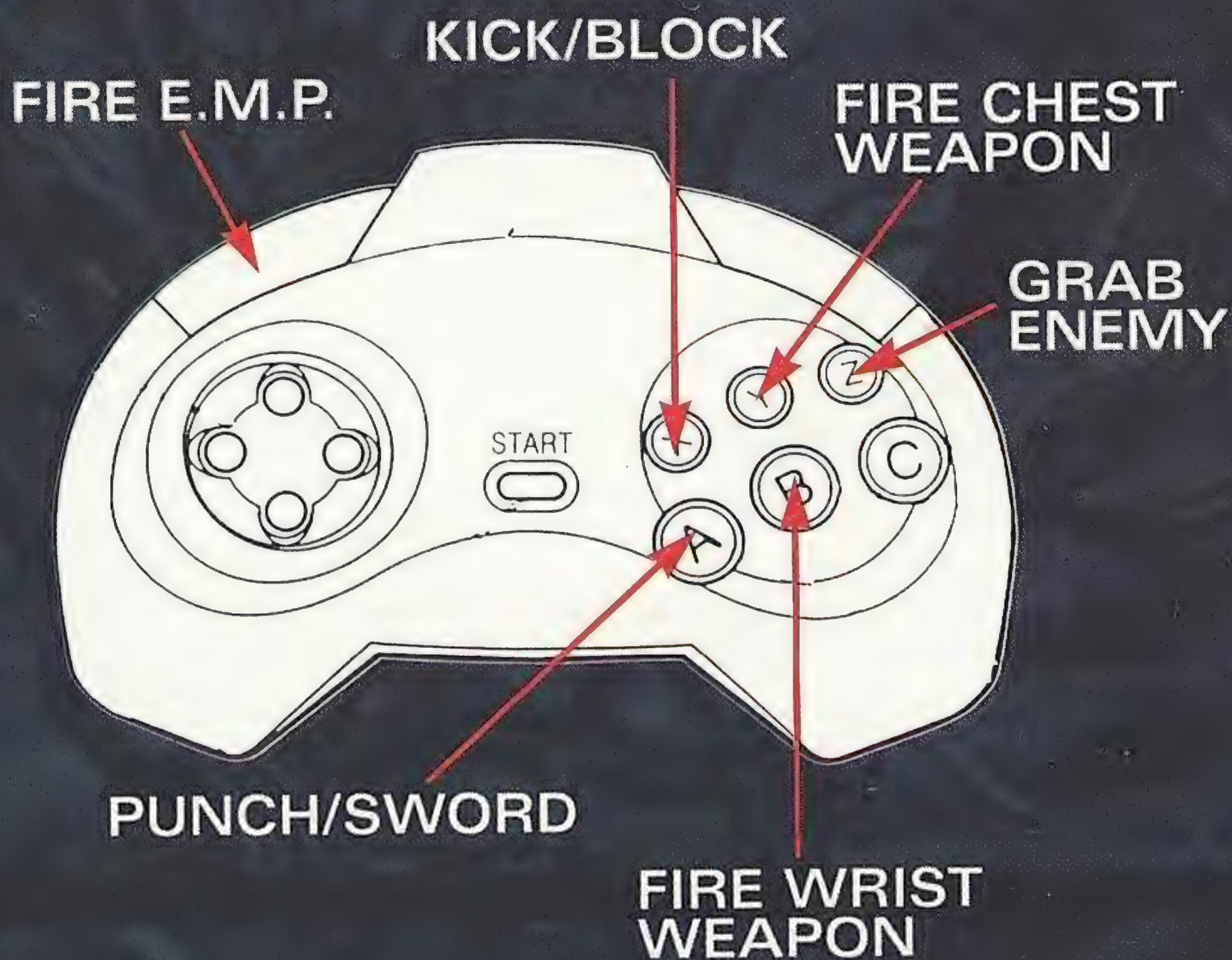
Flying/Hover Both heroes can fly. To activate flying, press C BUTTON when either one is in the air (press Jump button)

Hover Lock Maintain hover position by pressing the RIGHT SHIFT BUTTON. This allows you to stay in position while aiming your weapon in a different direction.



**FEATURES
AMES**

FIGHTING CONTROLS



*Dual Wrist Shot = ↓ ↓ + B

† Sword Fury = ↓ ↓ A

Fire Repulsors into Background = ↑ ↑ + B

FIRE CHEST WEAPON = Y

Discharge E.M.P. = LEFT SHFT BUTTON

Punch = A BUTTON

† Sword = A BUTTON

*Kick = X BUTTON

† Block = X BUTTON

Charge Boost Power = A + B BUTTON

Force Field = ↑ A + B

The Force Field requires two energy segments, and protects you while damaging your enemies.

Pick up Enemy = Z
(when right in front of enemy)

Slam Picked-Up Enemy = A
(while holding enemy)

Different firing power and dispersion patterns are available depending on the power degree of your Repulsor and Uni-beam weapons.

Flying

In some levels, you will need to fly for extended periods. Controls in these levels are somewhat different. You do not need to input standard flying/ hover controls. Use the D-PAD to steer.

Fire Wrist Weapon = B

Fire Chest Weapon = A

Barrel Roll = C

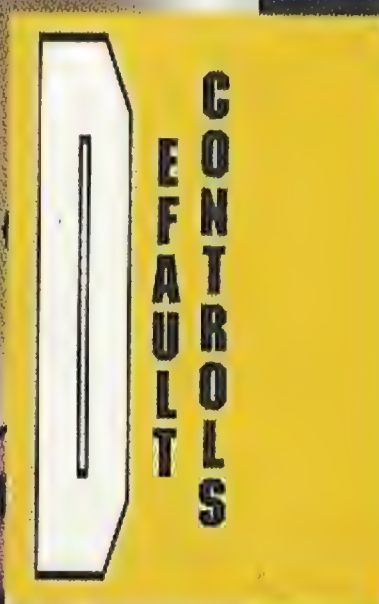
COMBAT COMBINATIONS

Iron Man and X-0 Manowar each have a full arsenal of deadly combination attacks that do lots of damage to foes. A few appear below; experiment to learn the rest of them!

***Running Kick** → → + X

Running Uppercut → → + A

Punch Combination: Punch enemy quickly 3x for automatic finishing repulsor blast or overhead chop!



THE MISSIONS

There are many adventures ahead of Iron Man and X-0 Manowar! Read the prelude comic starting on page 2 to learn something about the threats that await them! Then follow your mission briefings until you triumph—if you can!



Special thanks to these talented people for the prelude comic which appears on pages 2-11:

WRITER:

James Perham

PENCILLER:

Sean Chen

INKER:

Tom Ryder

COLOR:

Twilight Graphics

LETTERS:

Virtual Calligraphy

ASSISTANT EDITOR (ACCLAIM COMICS)

Omar Banmally

EDITOR (ACCLAIM COMICS)

Lynaire Thompson

ASSISTANT EDITOR (MARVEL COMICS)

Nancy Poletti

EDITOR (MARVEL COMICS)

Mark Gruenwald

CREATIVE SERVICES (MARVEL COMICS)

Dana Moreshead

Lisa Leatherman





FREE!



Get a 3 month **FREE** subscription to Iron Man!

Be sure to include your name, age and address on 3x5" card.

Just mail proof-of-purchase (your receipt) from this Acclaim product along with \$1.50 for shipping and handling to:

Make check or money order payable to **Marvel Direct Marketing, Inc.**
Offer expires 6/30/97. Allow 6-8 weeks for delivery. U.S. residents only.
This special offer is sponsored by Marvel Direct Marketing, Inc. Acclaim is not responsible for any aspects of this offer. TM & © 1996 Marvel Characters, Inc. All Rights Reserved. **K68SIM**

Iron Man Comic Offer
Marvel Direct Marketing
Dept. K68SIM
P.O. Box 1814
Danbury, CT 06813

**Not sponsored
by Sega**



This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

This image shows a single page of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty- If your game pak requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

Marvel Comics, Iron Man, Titania, Melter, Mr. Hyde, Yellowjacket, Goliath, Absorbing Man, Doughboy, Blackout, Zola's Freaks, Arnim Zola, Baron Zemo and the distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. Copyright © 1996 Marvel Characters, Inc. All rights reserved. X-O Manowar™ & © 1996 Acclaim Comics Inc. Developed by Realtime. Marvel Comics, X-Men, Cyclops, Wolverine, Psylocke, Iceman, Colossus, Storm, Professor X, Magneto, Juggernaut, Omega Red, Silver Samurai, Spiral, Sentinel and all distinctive likenesses thereof are trademarks of Marvel Characters, Inc. and are used with permission. TM & © 1996 Marvel Characters, Inc. All rights reserved. © Capcom Co., Ltd. 1996. Developed by Capcom Co., Ltd. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1996 Acclaim Entertainment, Inc. All rights reserved.

Patents: U.S. #'s 4,442,486/4,454,594/4,462,076/5,371,792; Europe # 80244; Canada #'s 1,183,276; Hong Kong # 88-4302; Singapore # 88-155; U.K. # 1,535,999.


LOOK FOR
MARVEL
COMICS

X-MEN

CHILDREN OF THE ATOM™

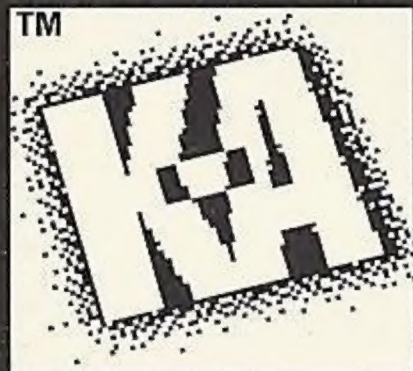
#1 ARCADE
SMASH!

X-Men: Children of the Atom™
THE ARCADE GAME

Graphics	Sound	Control	FunFactor
			
5.0	5.0	5.0	5.0

A Perfect Score! - GamePro

KIDS TO ADULTS



CONTENT RATED BY
ESRB

CAPCOM®
SEGA SATURN™

Acclaim®
entertainment, inc.

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.

For more information on game ratings contact The ESRB at 1-800-771-3772

Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

Acclaim is a division and registered trademark of Acclaim Entertainment, Inc.

© & © 1996 Acclaim Entertainment, Inc. All Rights Reserved.

This game is licensed for use with the Sega Saturn™ system only. Security Program ©SEGA 1994 All Rights Reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Made and printed in the U.S.A. All rights reserved.